Narrative Outline

Using the Heros Journey:

1. Anti-hero character arrives in the village, he is angry and hunts witches to avenge his murdered wife/child.
2. Discovers missing/wanted posters, heads over to the Inn and speaks with the Inn Keeper who sets the protagonist on the quest to find the missing children and witch.
3. Protagonist refuses to find the children until one of the children speaks with him and then goes missing afterwards – he feels responsible because the child wouldn’t have been out of home so late if he hadn’t been speaking to them.
4. Meets the mentor, who is the Inn Keeper. Inn Keeper teaches the player to play the game.
5. Protagonist heads out to find the witch, journeys around the village speaking to characters ect.
6. The player finds the witches house, and must overcome his hardest challenge yet – getting into the house.
7. The children and witch aren’t in the house, major setback so protagonist focus’s on finding the witch.
8. Life/death crisis – the player gains access to the witches house a second time and finds several children dead inside. Discovers basement, but cannot gain entrance yet.
9. Finds witch in the house crying over the bodies of the children, making some kind of potion. Take the witch to be tried for her crimes and burned at the stake. Take item from her dead body to gain access to basement.
10. Resurrection – discovers that the witch was innocent, and heads out to find the children. Goes to witches basement to find them.
11. Returns to the village with the children, and leaves town forever as the locals are no longer so friendly after discovering that you are professing the witches innocence.